

Paper prototype feedback rubric

Use this document when giving feedback on a paper prototype. Make a copy for each prototype you are giving feedback to, fill it in, and be prepared to hand it to the person behind the prototype.

Who's giving the feedback: Einar Helgi Jóhannsson

Who's getting the feedback: Berglind Ómarsdóttir

What is the name of the game: Keep the plant alive/save the plant

What did you particularly like about the game? one thing I liked was the fact we are helping a plant, I like plants

What, if anything, would you change about the game? one thing I would change is nothing

What is the game about? Keeping a plant alive

Where is the setting? In a livingroom?

What are the good objects? Water, sunlight and fertilizer

What are the bad objects? disease

What does it take to win the game? Getting 10 points

What does it take to lose the game? Time runs out or losing all hearts

What is the more detailed mechanics? The timer and the point counter

How are the objects entering the screen? Through the top

How are they moving about on the screen? Falling down

How are they exiting the screen? Through the bottom

What happens when you click a good object? You gain a point

What happens when you click a bad object? You lose a heart

What happens in you don't click an object before it finishes moving? It falls through the bottom and comes back down through the top randomly

How does it look when you gain points? Counter goes up

How does it look when you lose health? Heart disappears

If something disappears after clicking – when and how does it re-appear? Continuously through the top

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Who's giving the feedback: Einar Helgi Jóhannsson

Who's getting the feedback: Leidi-Liisa Laane

What is the name of the game: Apple catcher

What did you particularly like about the game? one thing I liked was the simplicity of it, just catching apples

What, if anything, would you change about the game? one thing I would change is nothing

What is the game about? Catching apples

Where is the setting? Outside in an apple orchard

What are the good objects? apples

What are the bad objects? Anything other than the apples

What does it take to win the game? Not specified

What does it take to lose the game? Losing all your hearts

What is the more detailed mechanics? The basket with all the caught apples

How are the objects entering the screen? Through the top

How are they moving about on the screen? Falling down

How are they exiting the screen? Through the bottom

What happens when you click a good object? You catch a apple

What happens when you click a bad object? You lose a heart

What happens in you don't click an object before it finishes moving? It falls through the bottom and disappears

How does it look when you gain points? The basket gets more full

How does it look when you lose health? You lose a heart container

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Who's giving the feedback: Einar Helgi Jóhannsson

Who's getting the feedback: Justina Jemeljanovaite

What is the name of the game: Halloween town

What did you particularly like about the game? one thing I liked was the setting

What, if anything, would you change about the game? one thing I would change is nothing

What is the game about? Collecting candy on Halloween

Where is the setting? In a town during Halloween

What are the good objects? candy

What are the bad objects? Fruits and vegetables

What does it take to win the game? Collecting a certain amount of candies

What does it take to lose the game? Time runs out or you lose all hearts

What is the more detailed mechanics? The ability to regain a heart

How are the objects entering the screen? Through the top

How are they moving about on the screen? Falling down

How are they exiting the screen? Through the bottom

What happens when you click a good object? You gain a point

What happens when you click a bad object? You lose a heart

What happens in you don't click an object before it finishes moving? It falls through the bottom and disappears

How does it look when you gain points? A counter goes up

How does it look when you lose health? A heart is crossed out

If something disappears after clicking – when and how does it re-appear? Continuously through the top

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Who's giving the feedback: Einar Helgi Jóhannsson

Who's getting the feedback: Pola Anna Wachowiak

What is the name of the game: No name

What did you particularly like about the game? one thing I liked was the changing colour of the timer

What, if anything, would you change about the game? one thing I would change is nothing

What is the game about? About making mrs cloudy happy by clicking the things she likes, i.e. suns and rainbows

Where is the setting? Outside in the sky

What are the good objects? Suns and rainbows

What are the bad objects? Thunderbolt and rain

What does it take to win the game? By clicking enough good objects to gain the required amount of points

What does it take to lose the game? Time running out or losing all your hearts

What is the more detailed mechanics? The counter and the different expressions cloudy makes

How are the objects entering the screen? Through the top

How are they moving about on the screen? falling

How are they exiting the screen? Falling through the bottom

What happens when you click a good object? You get a point

What happens when you click a bad object? You lose a heart container

What happens if you don't click an object before it finishes moving? It disappears

How does it look when you gain points? It pops up saying +points

How does it look when you lose health? The heart containers go away

If something disappears after clicking – when and how does it re-appear? Continuously through the top

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Who's giving the feedback: Einar Helgi Jóhannsson

Who's getting the feedback: Diana Grace Din Winther

What is the name of the game: CaKEA

What did you particularly like about the game? one thing I liked was the fact there was a story involved in it, there are consequences (the world ends)

What, if anything, would you change about the game? one thing I would change is nothing

What is the game about? Making a cake

Where is the setting? The kitchen

What are the good objects? The ingredients for the cake, i.e egg, sugar, butter and flour

What are the bad objects? Letter and flower, so basically any object other than the listed ingredients

What does it take to win the game? Collect the required ingredients, Its all listed above.

What does it take to lose the game? Running out of time or losing all your hearts

What is the more detailed mechanics? The time, ingredient counter and the hearts

How are the objects entering the screen? Through the top

How are they moving about on the screen? Falling down

How are they exiting the screen? Falling down

What happens when you click a good object? You get one step closer to finishing the cake

What happens when you click a bad object? You lose a heart

What happens in you don't click an object before it finishes moving? It disappears

How does it look when you gain points? Each number for the ingredients counts down

How does it look when you lose health? You lose a heart container

If something disappears after clicking – when and how does it re-appear? It continuously re-appears at the top falling down?